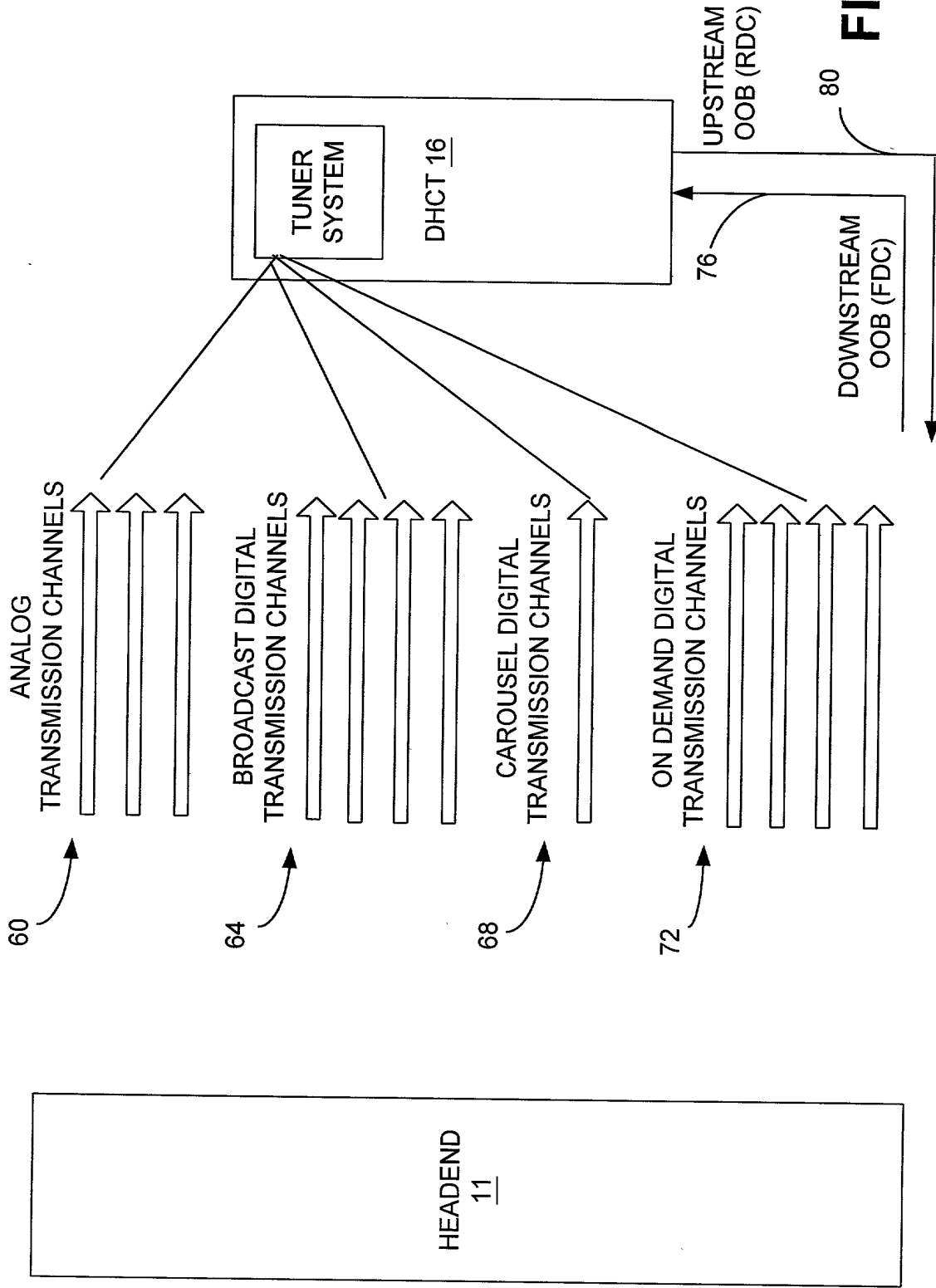


FIG. 1A

FROM HEADEND 26



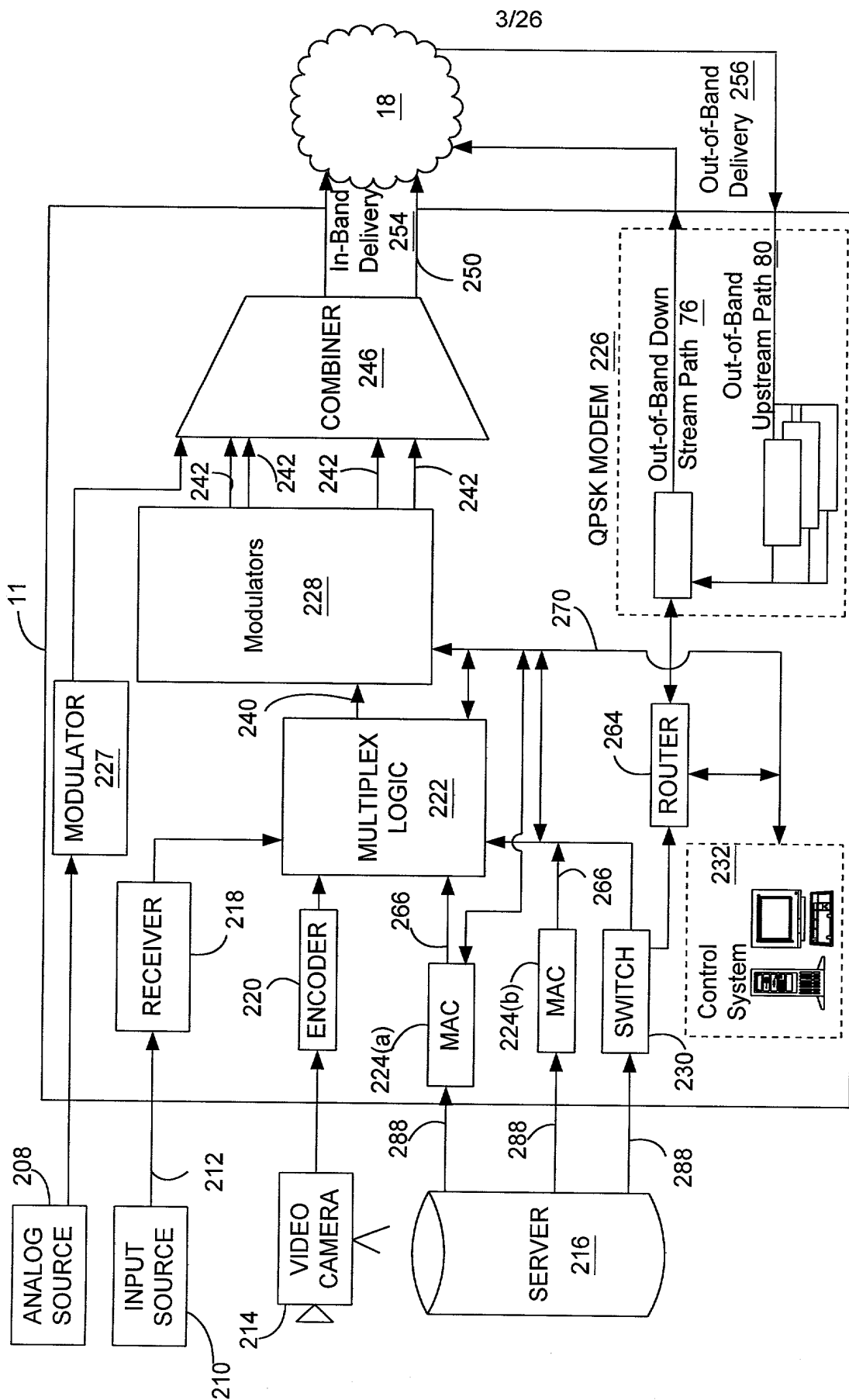


FIG. 2

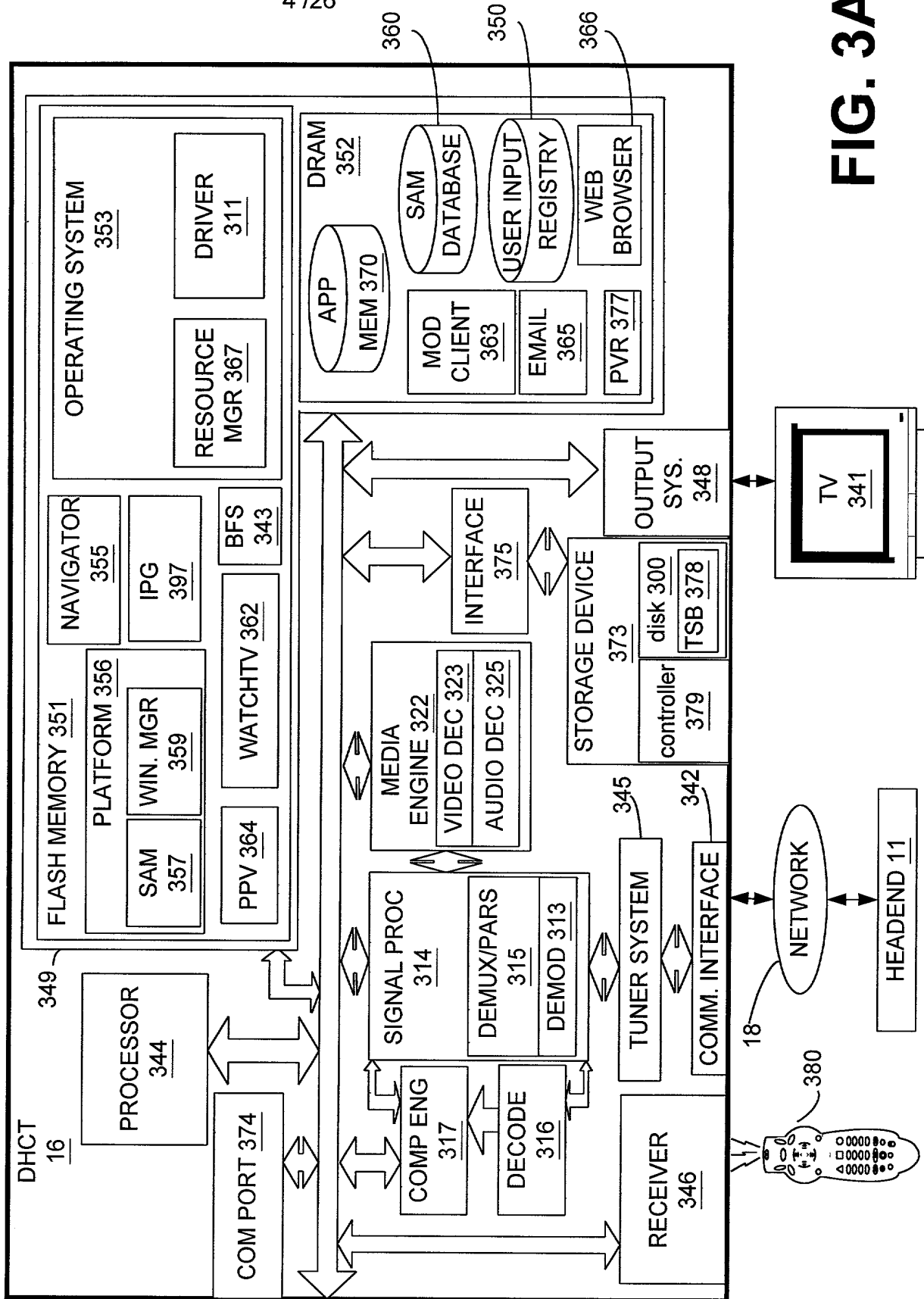


FIG. 3A

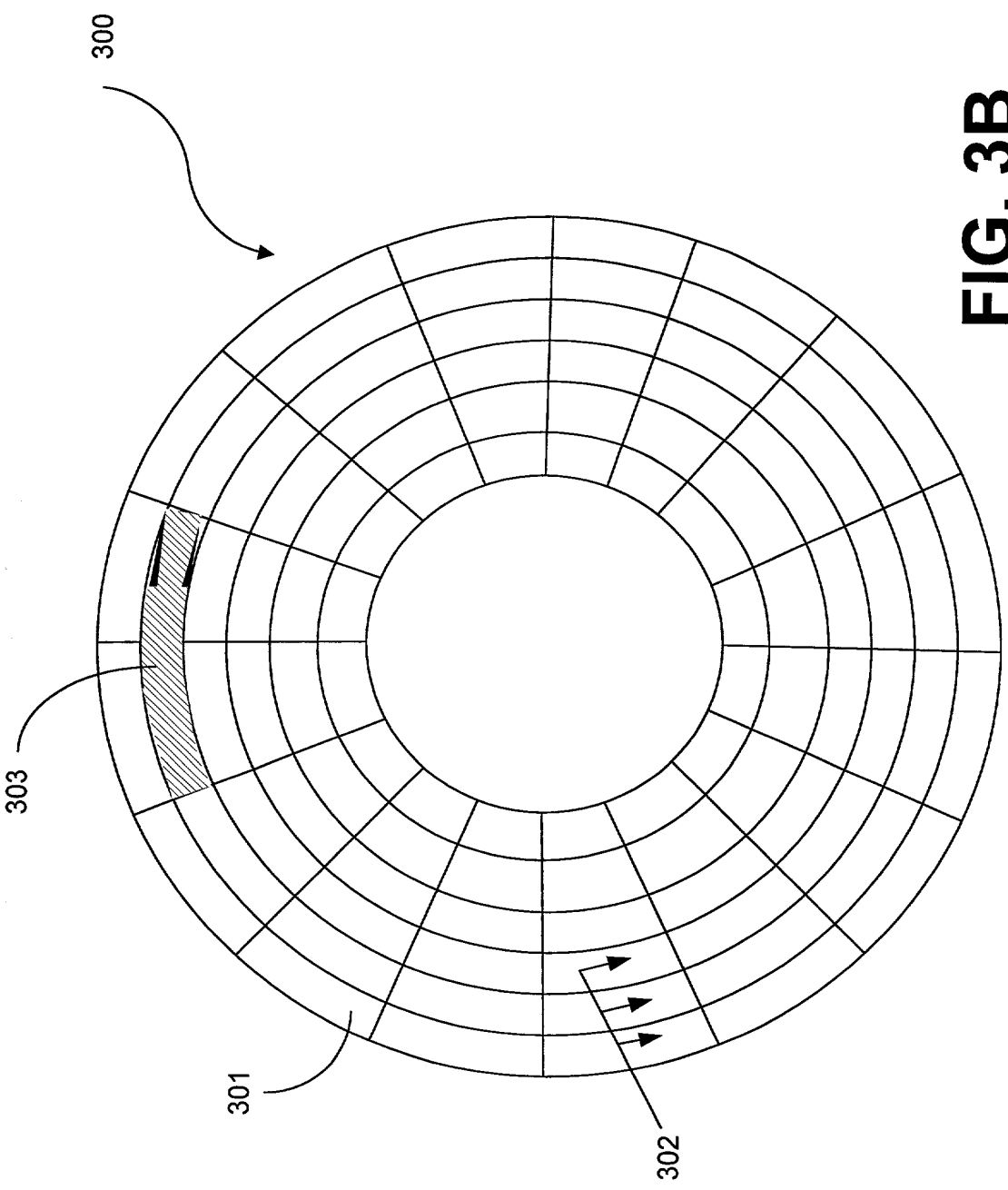


FIG. 3B

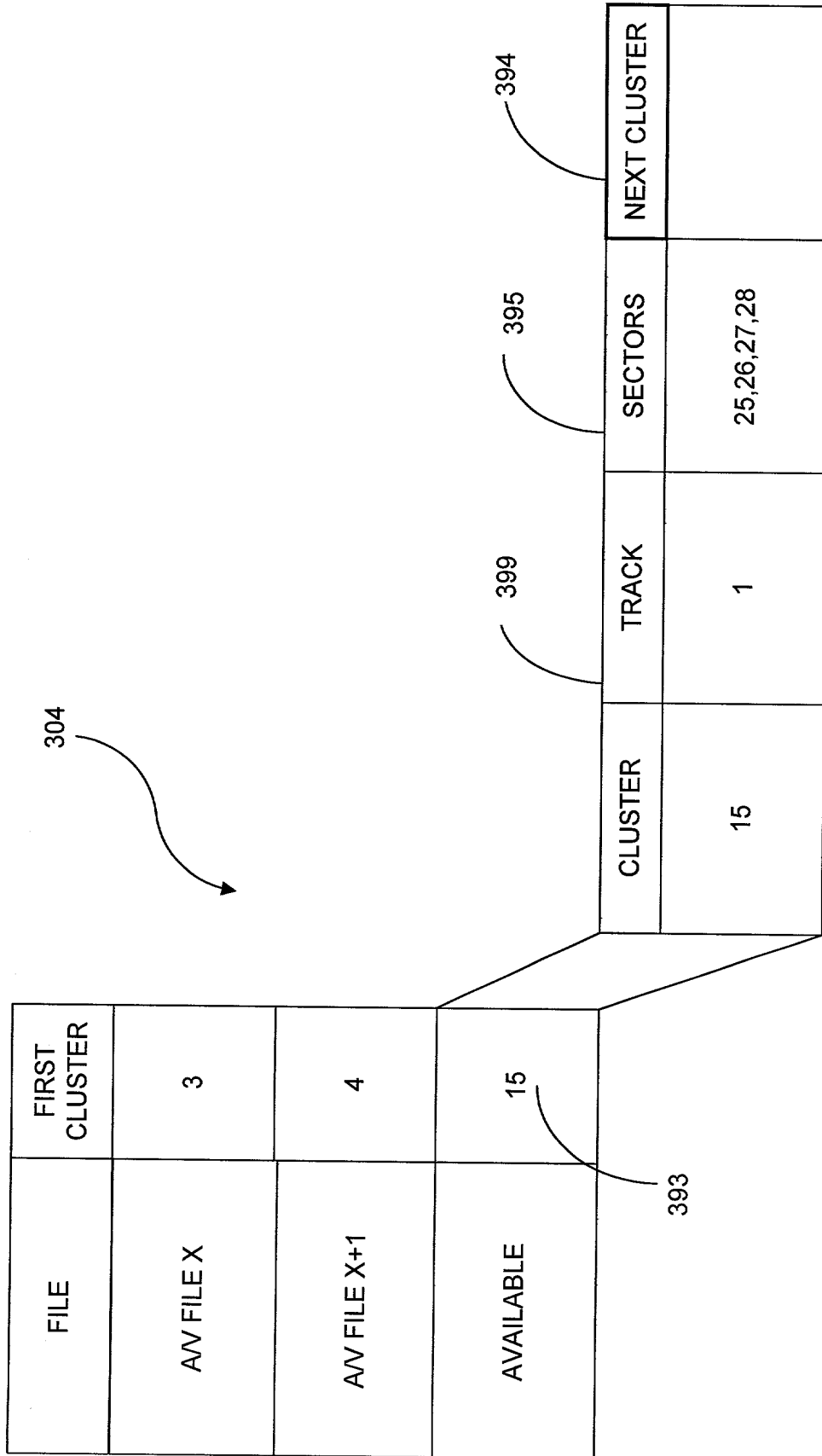
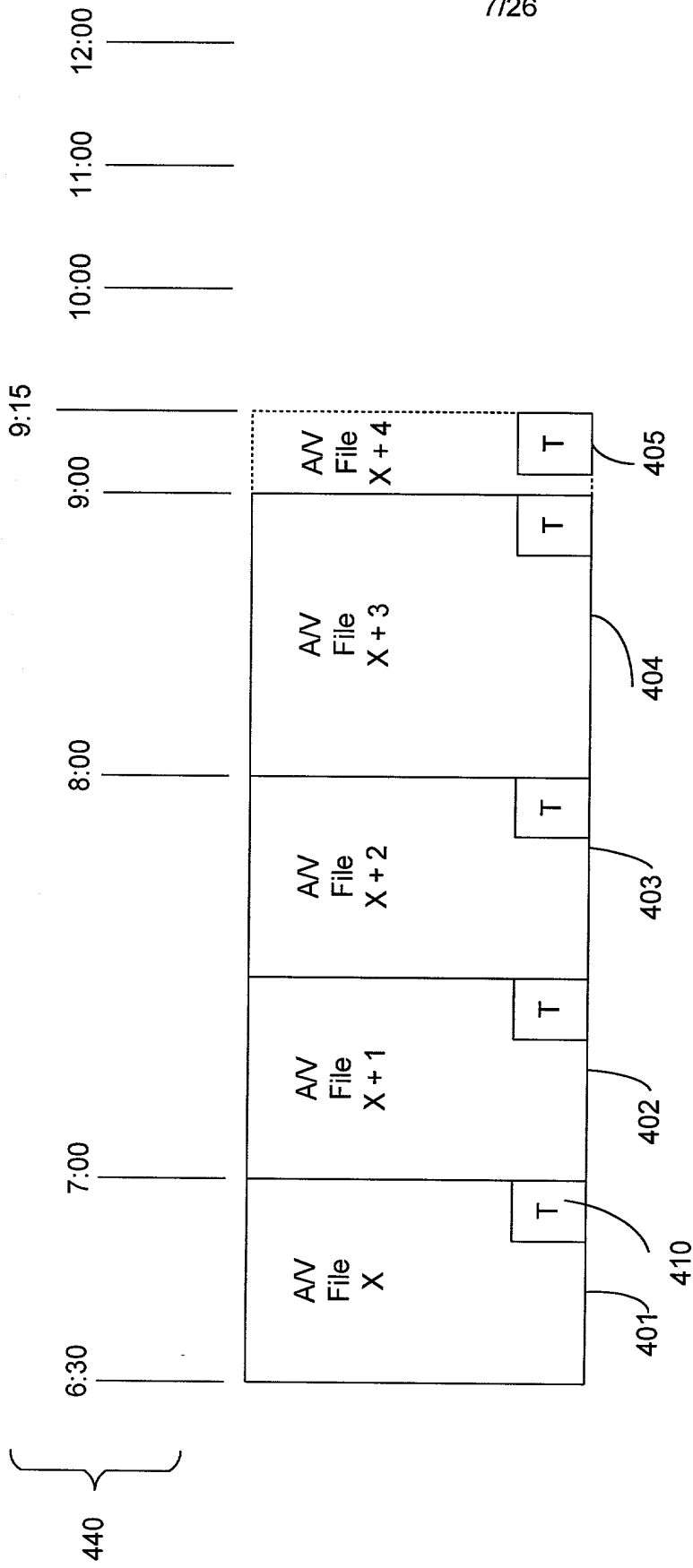


FIG. 3C



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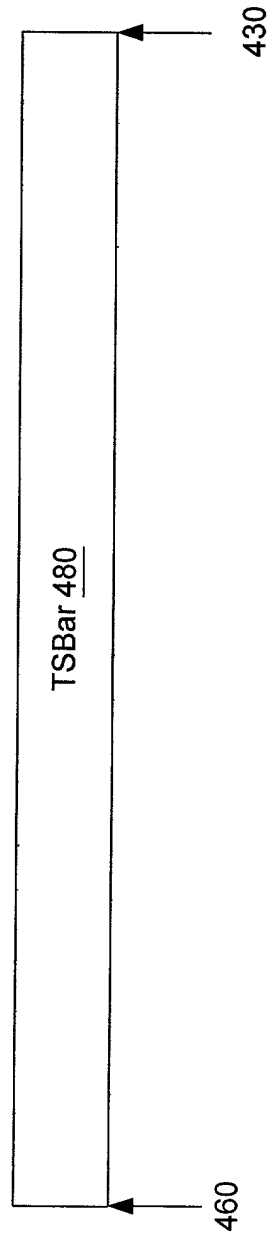


FIG. 4

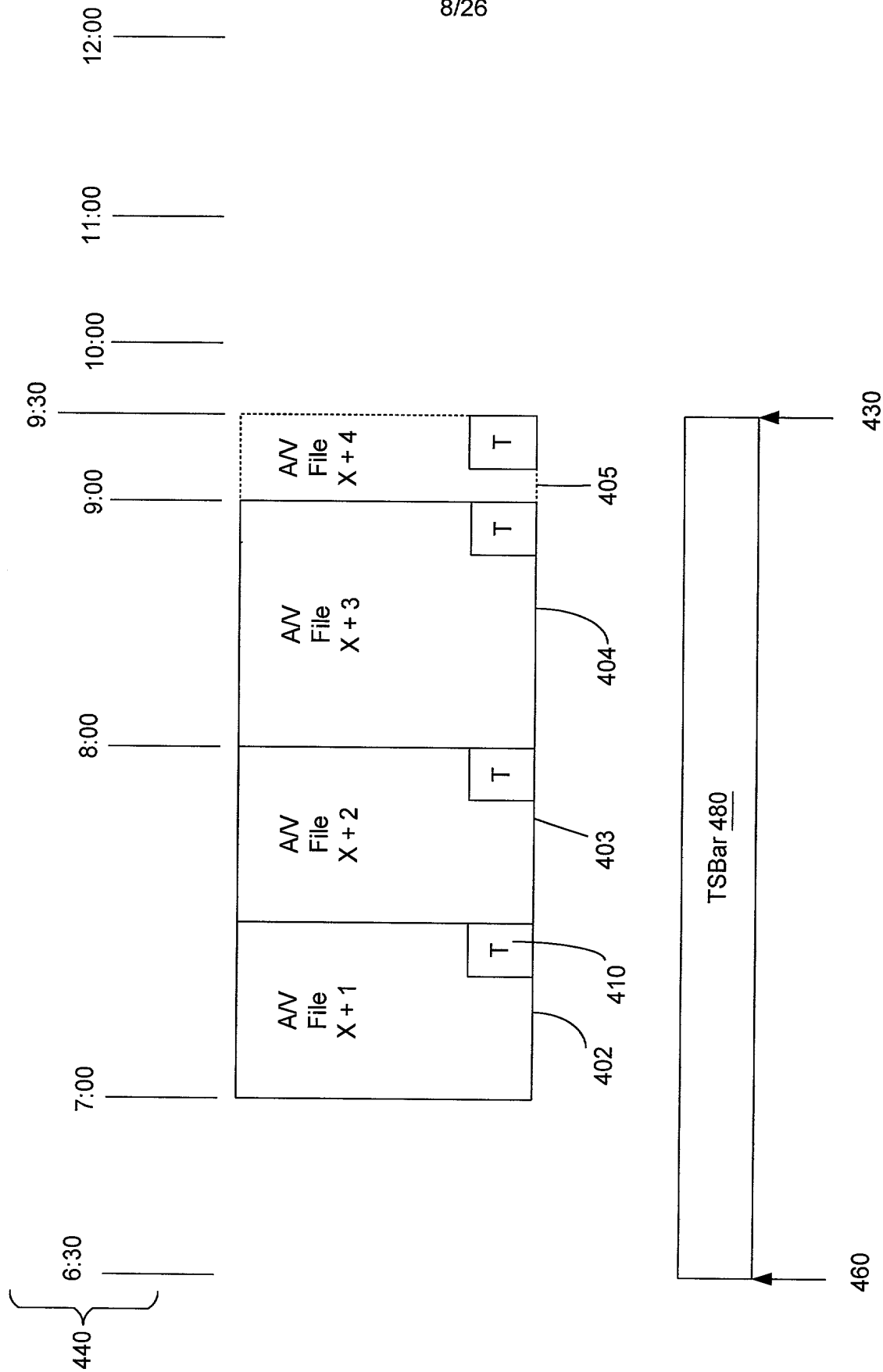


FIG. 5

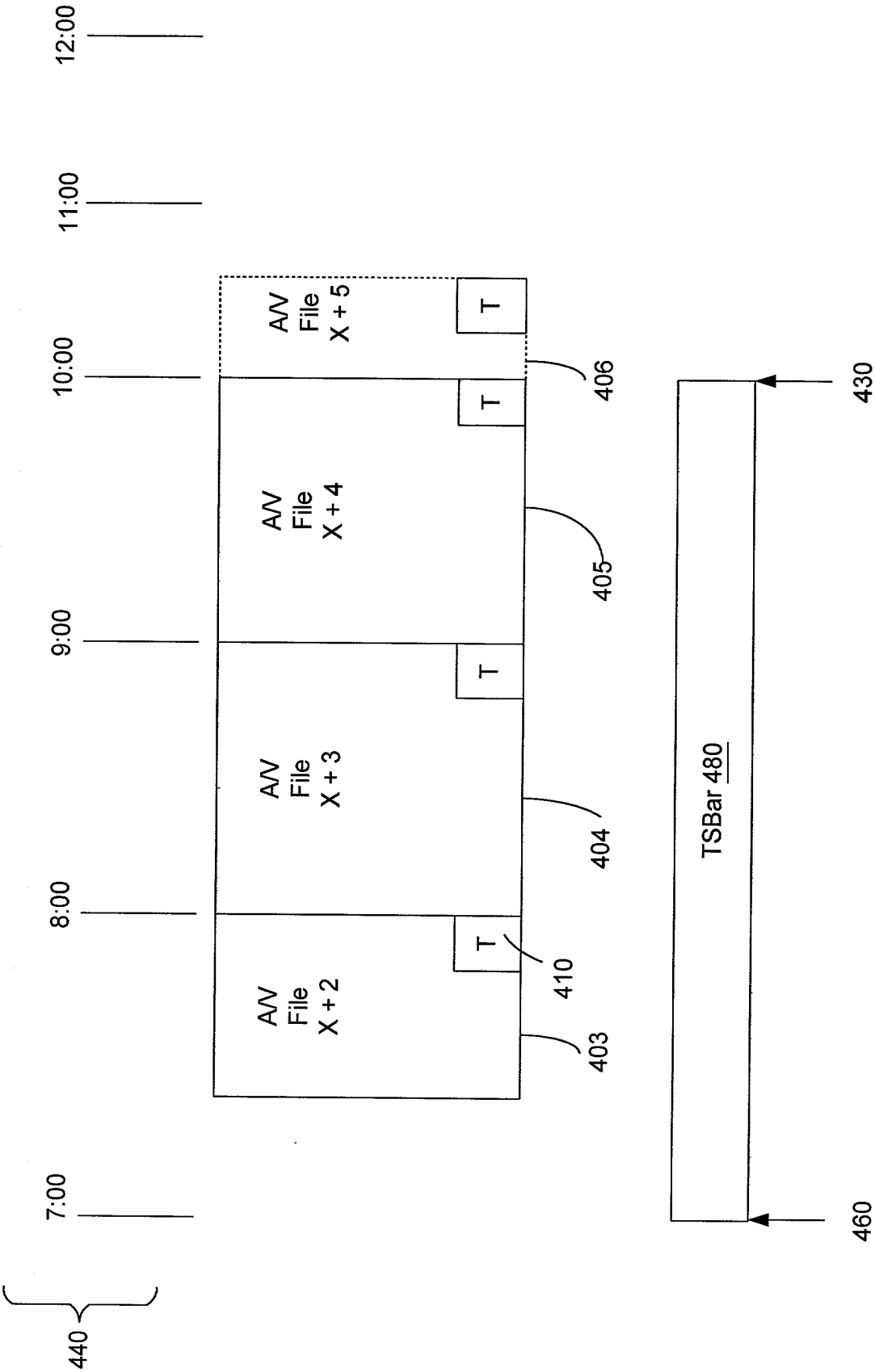


FIG. 6

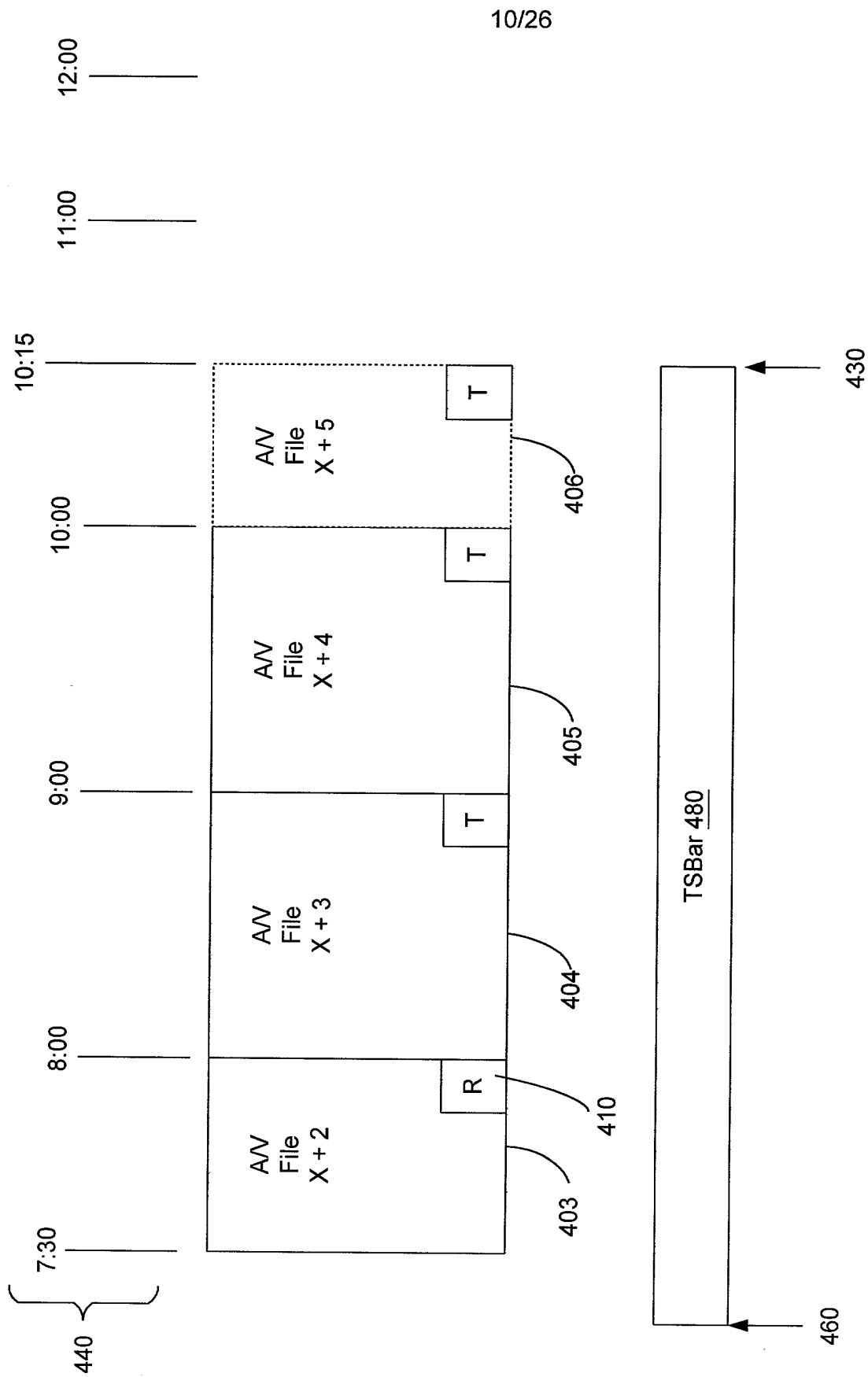


FIG. 7

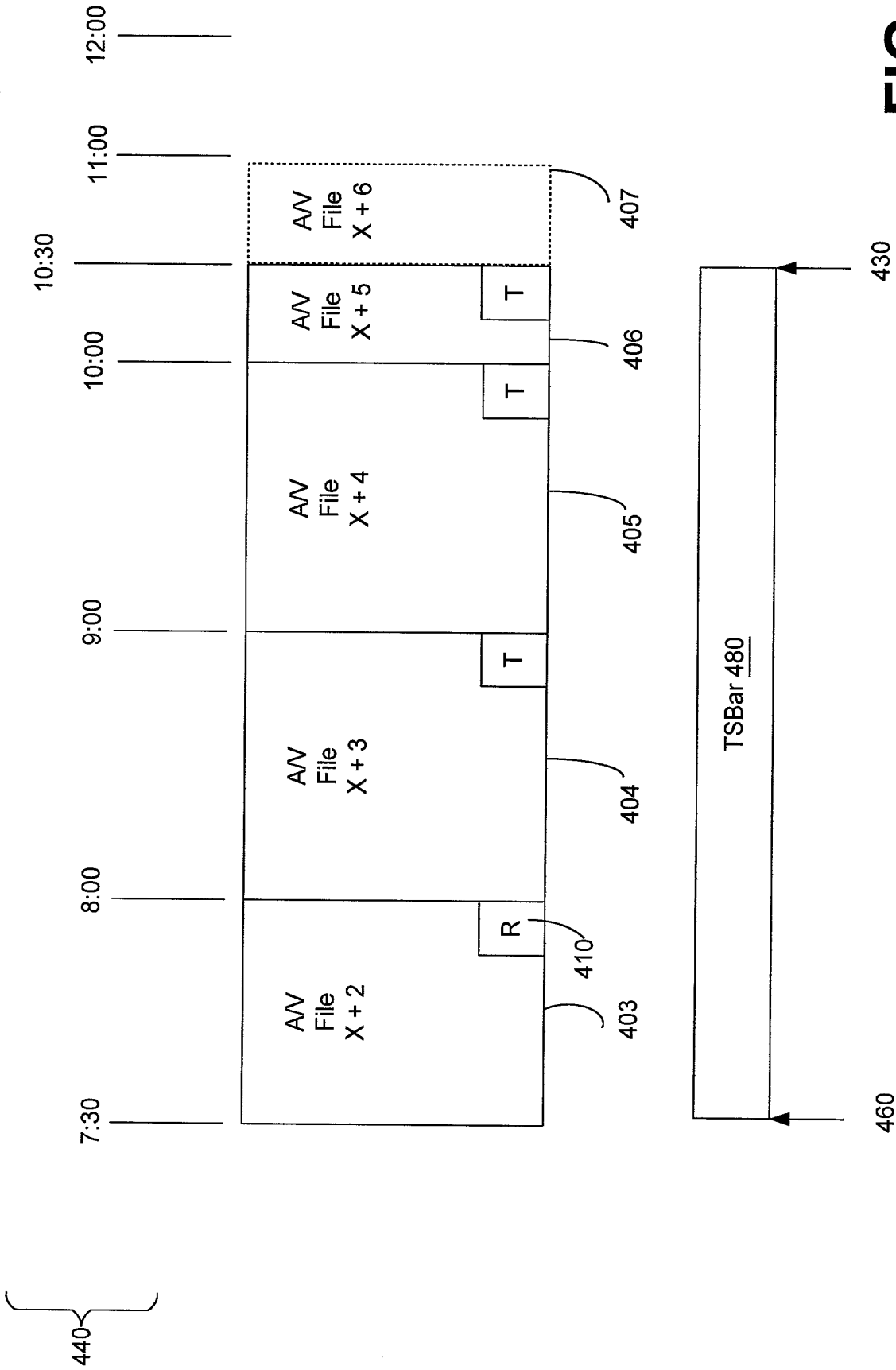


FIG. 8

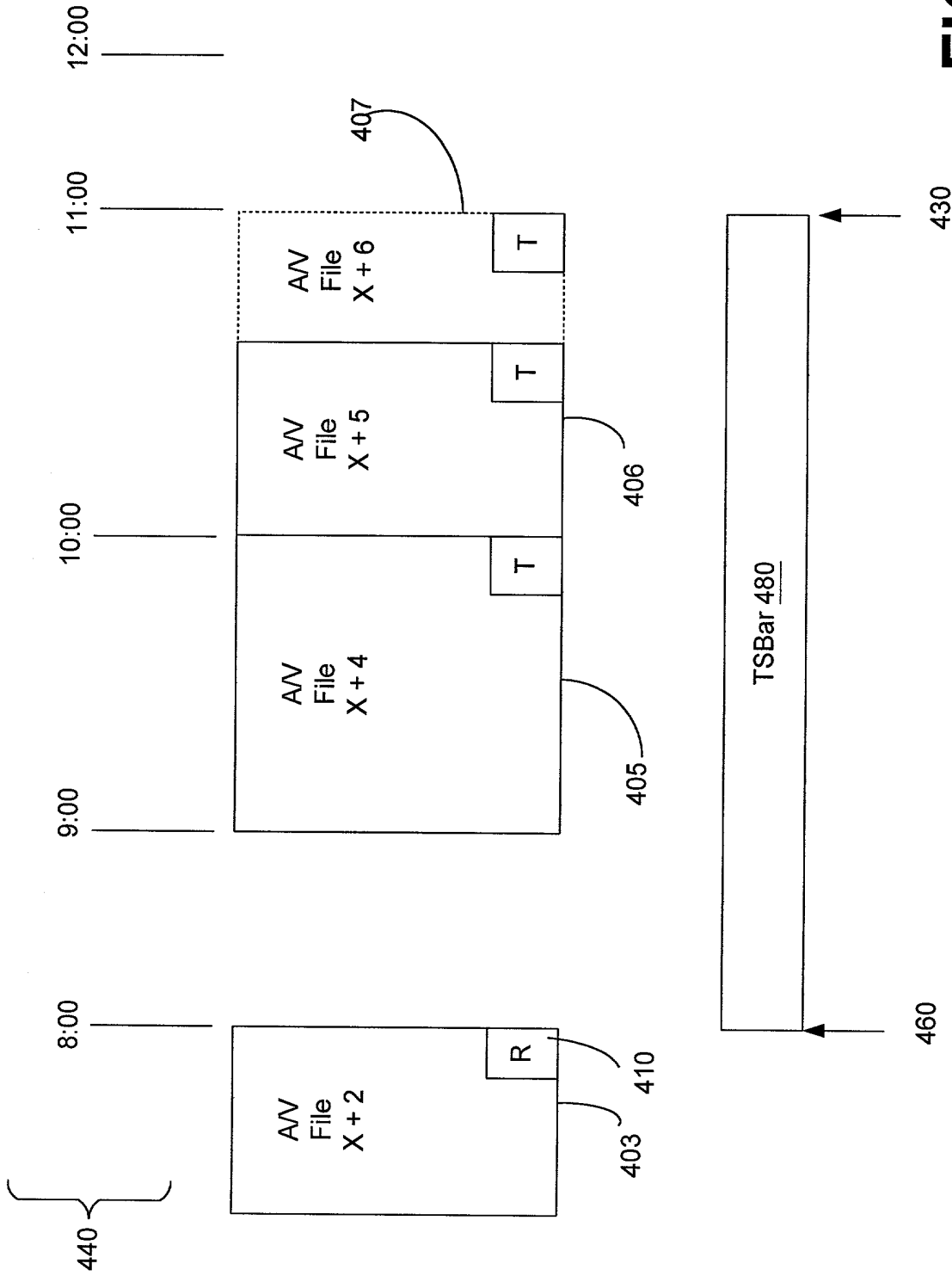


FIG. 9

```

1092 typedef struct {
1093     char * avFilename; /* filename of AV file (media content instance) */
1094     char * programData; /* EPG guide data about media content instance */
1095     int record; /* 0 = temporary, 1 = "recorded" */
1096     long startTime; /* starting time of buffering media content instance */
1097 }avFileData;

```

FIG. 10A

```

typedef struct {
    tsbNode *nextNode; /* pointer to next media content instance */
    tsbNode *prevNode; /* pointer to previous media content instance*/
    avFileData *nodeData; /* data for current media content instance */
}tsbNode;

```

FIG. 10B

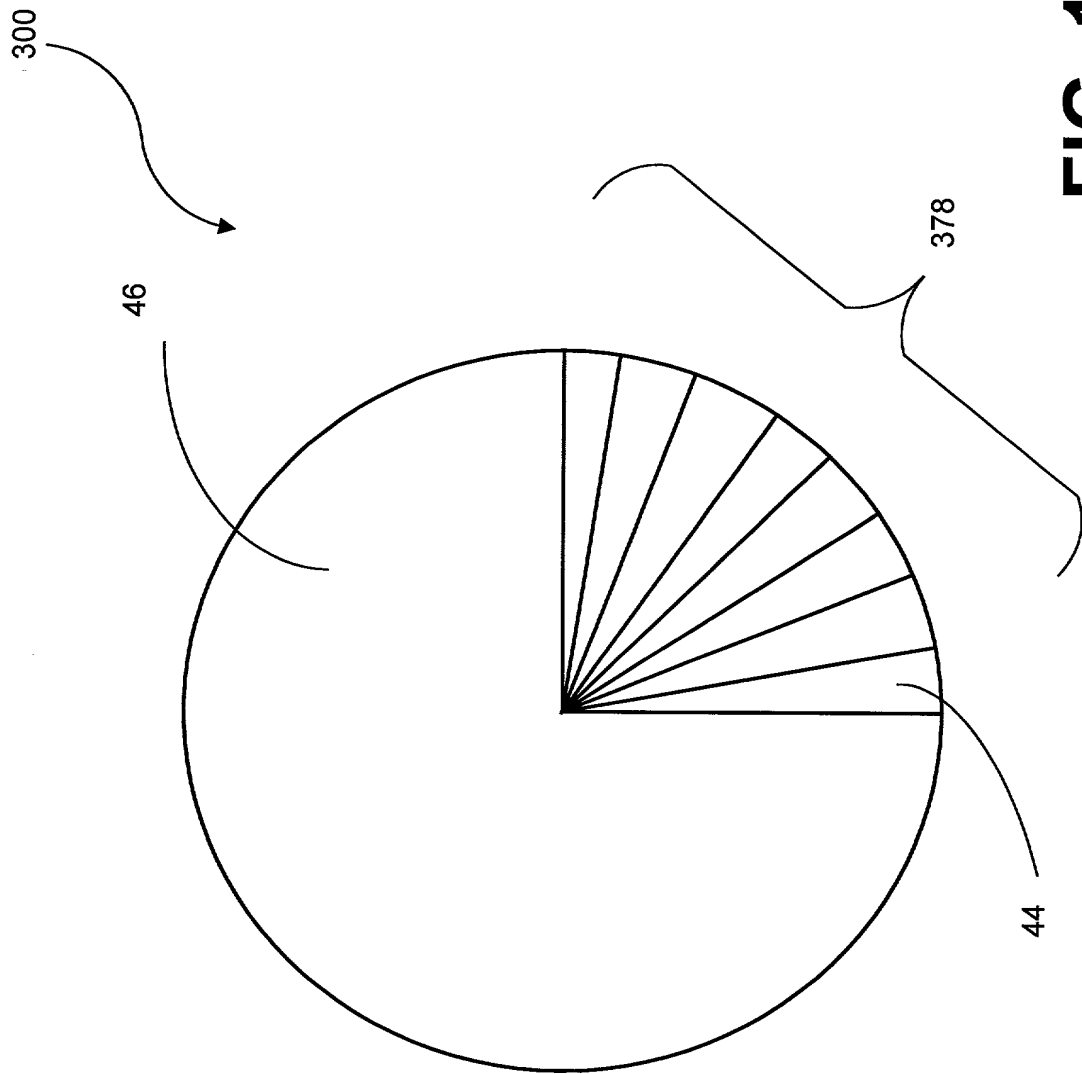


FIG. 11

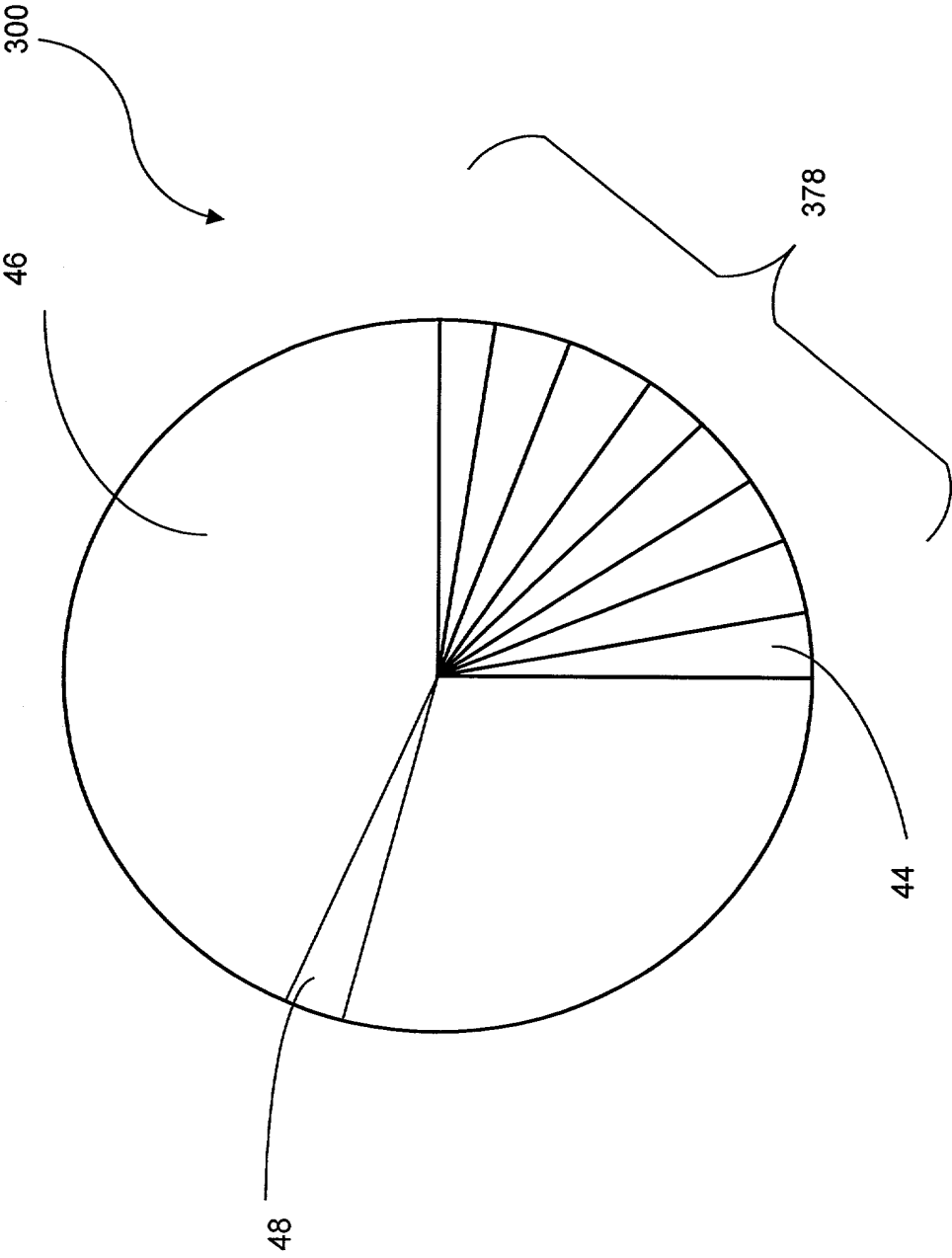


FIG. 12

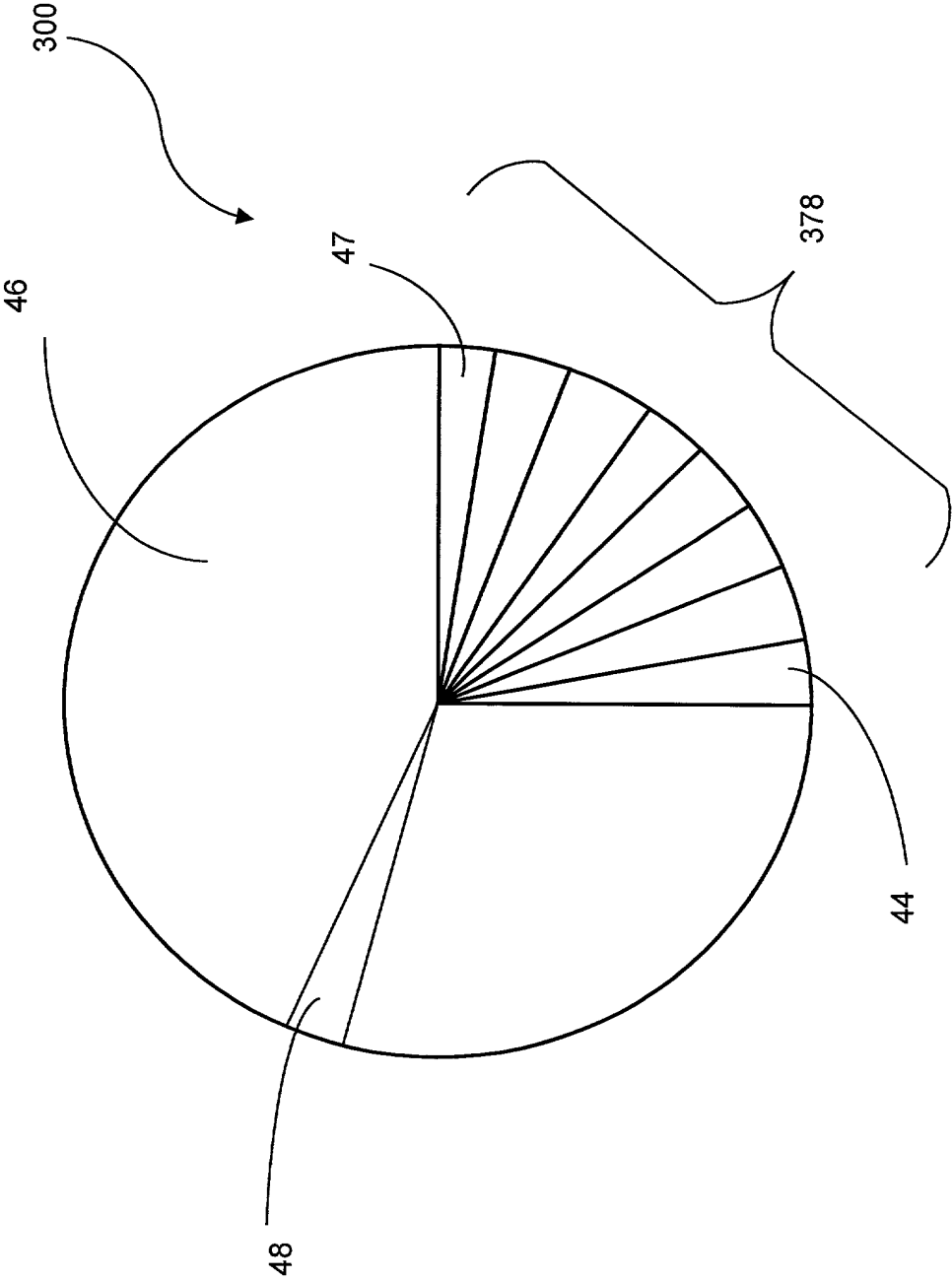


FIG. 13

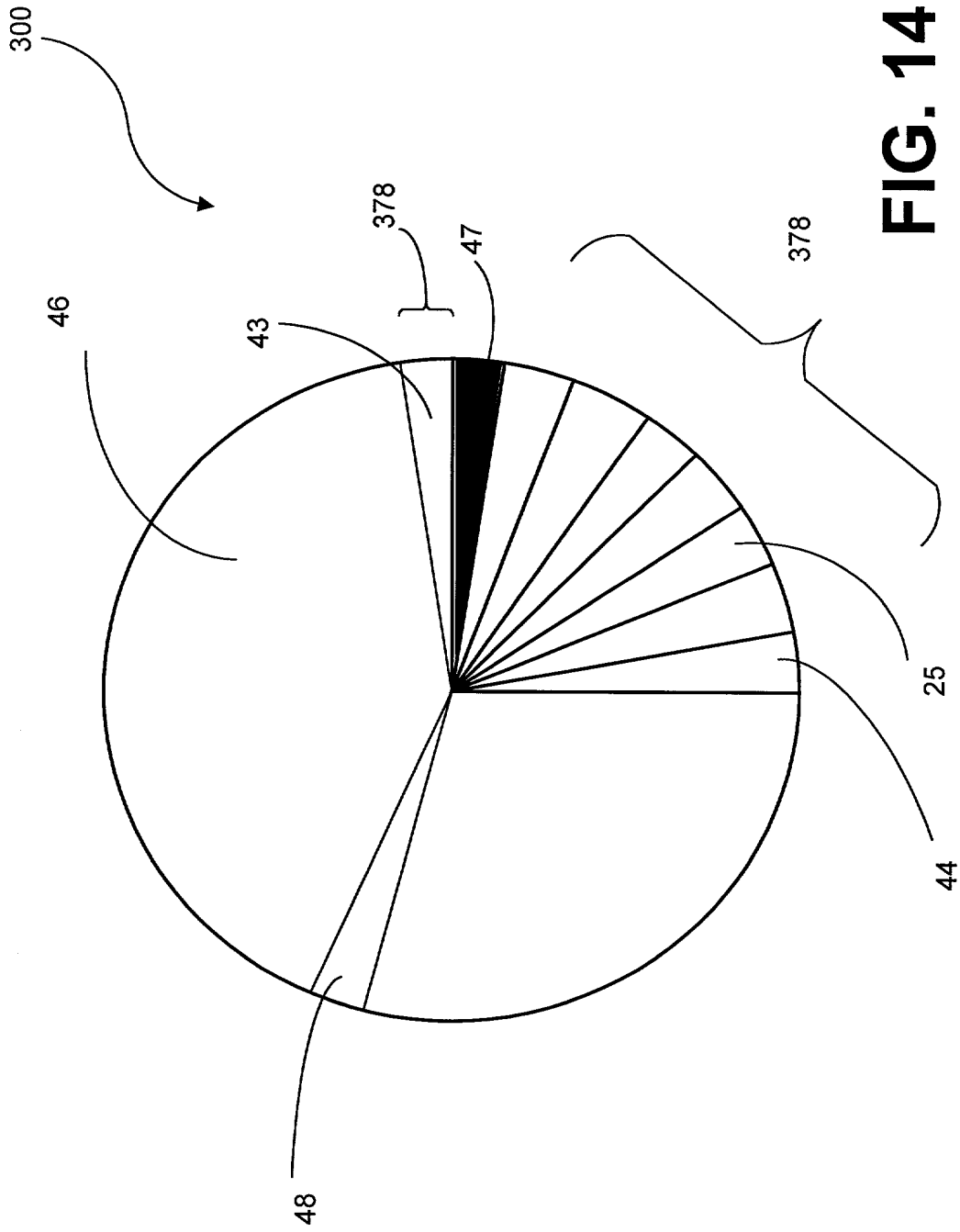


FIG. 14

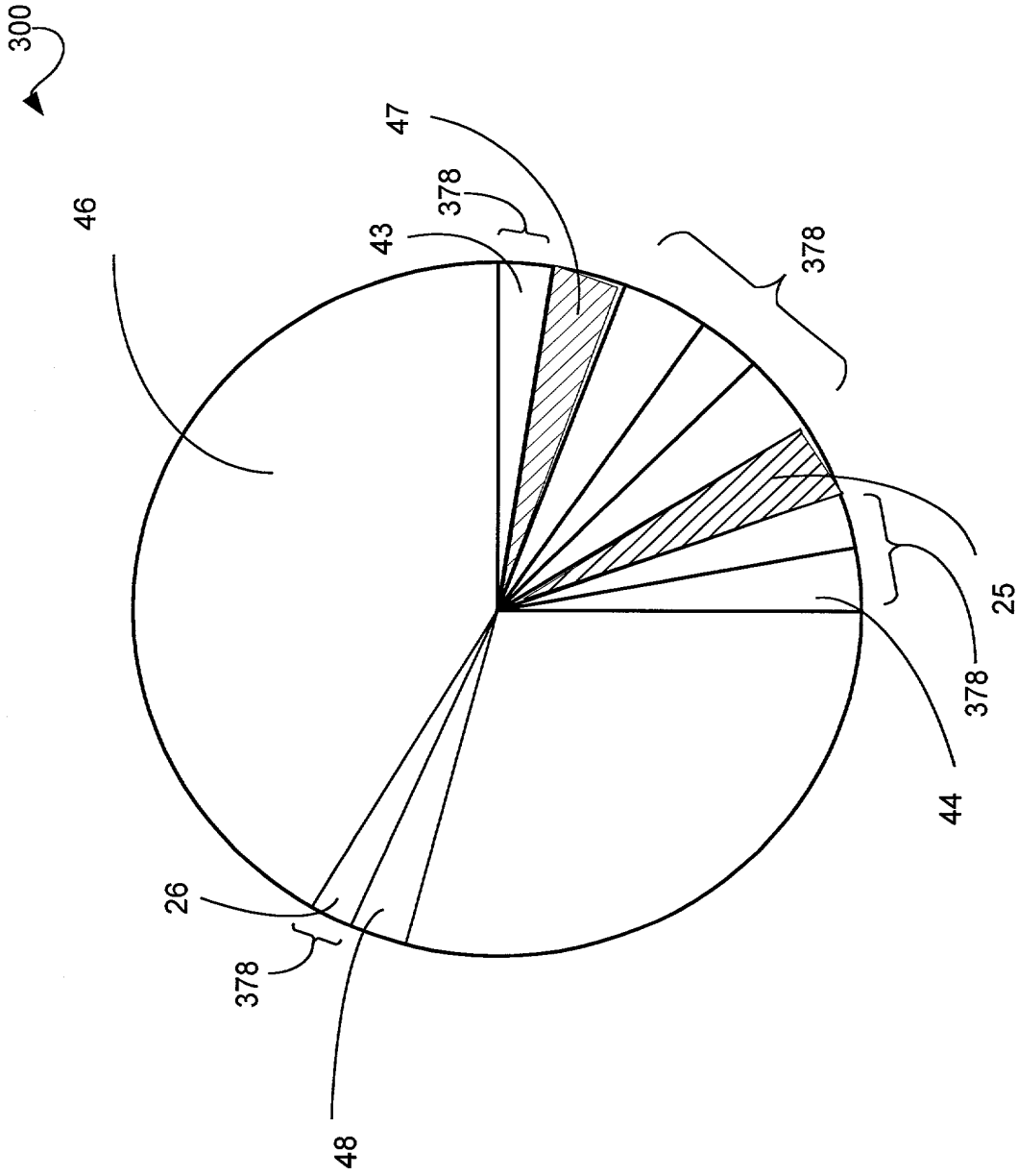


FIG. 15

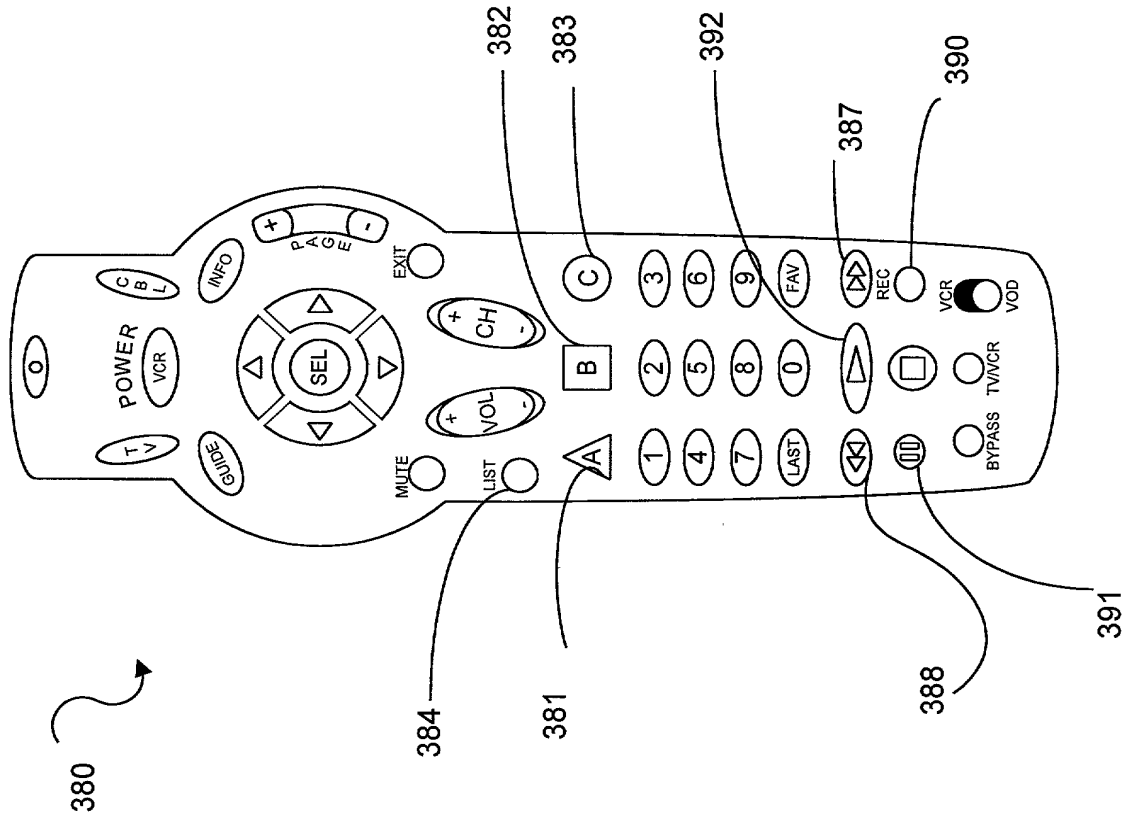


FIG. 16

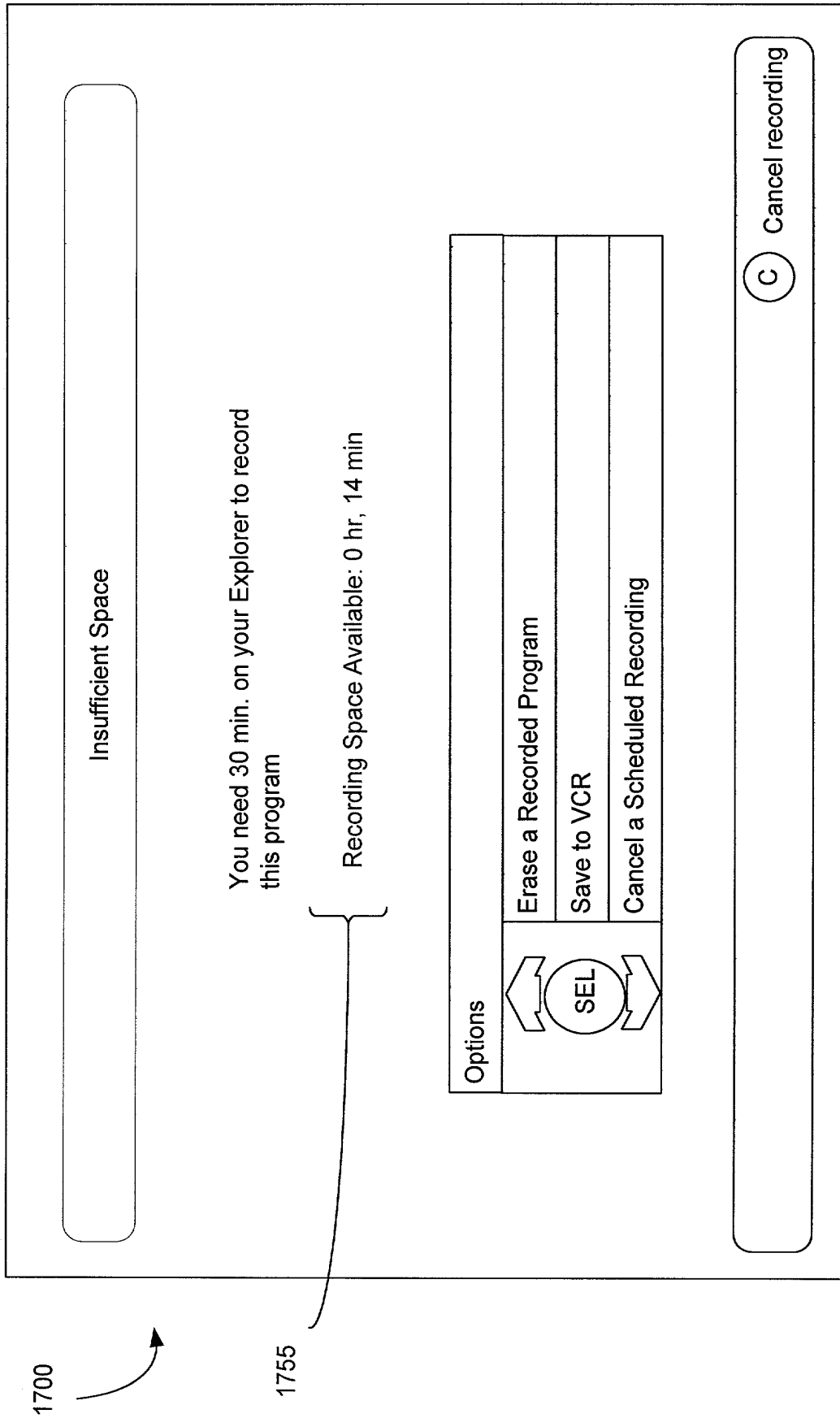


FIG. 17A

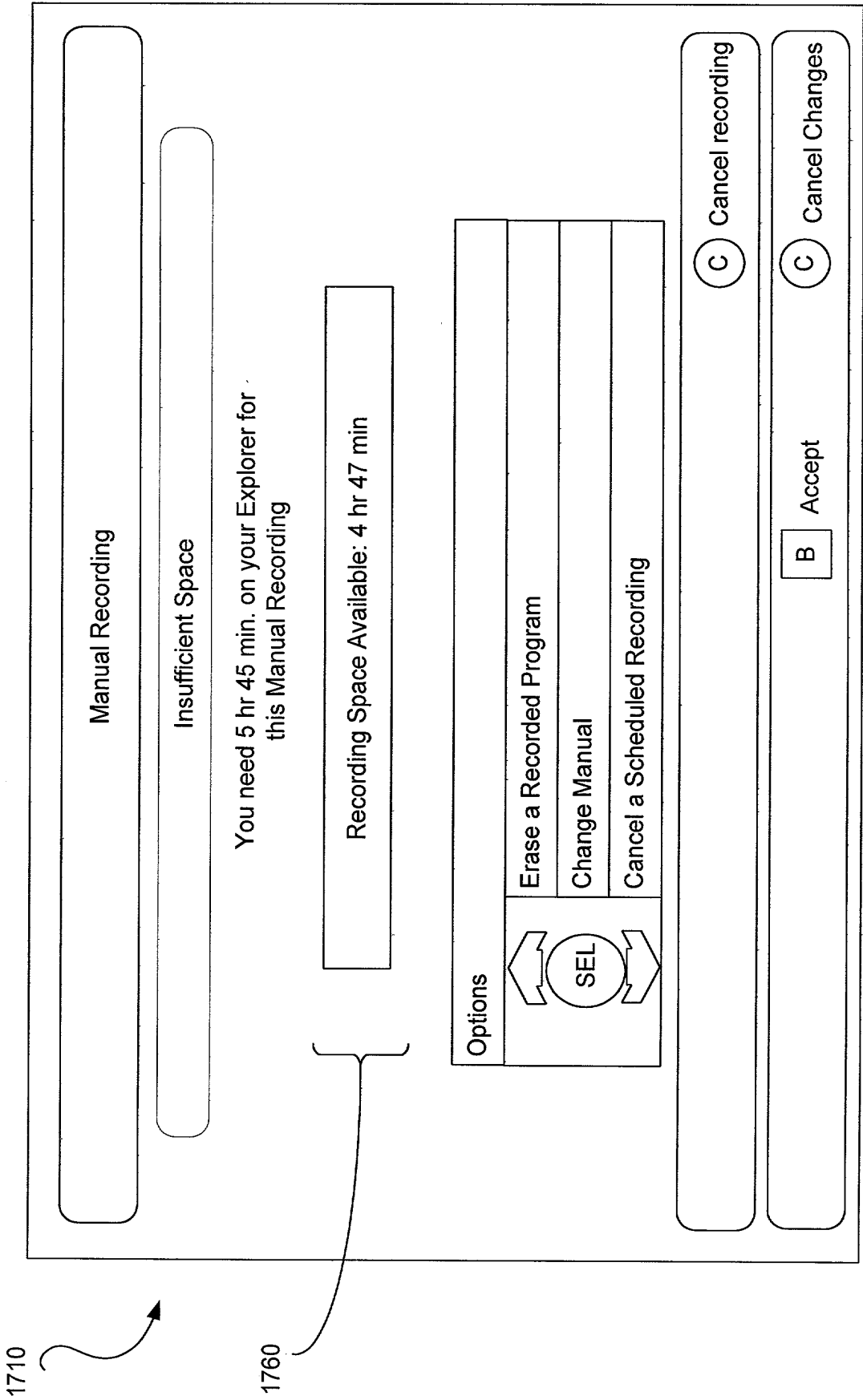


FIG. 17B

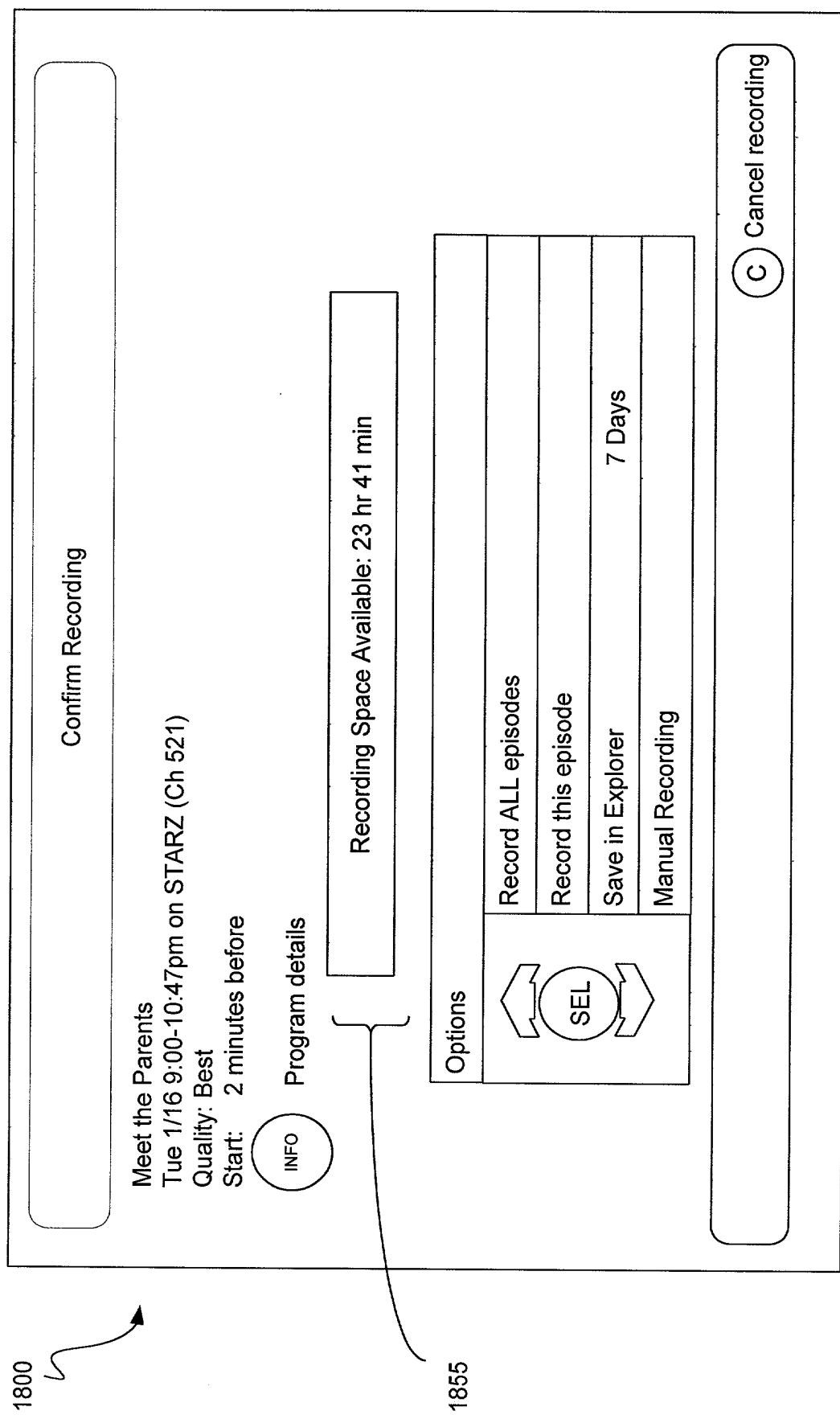


FIG. 18

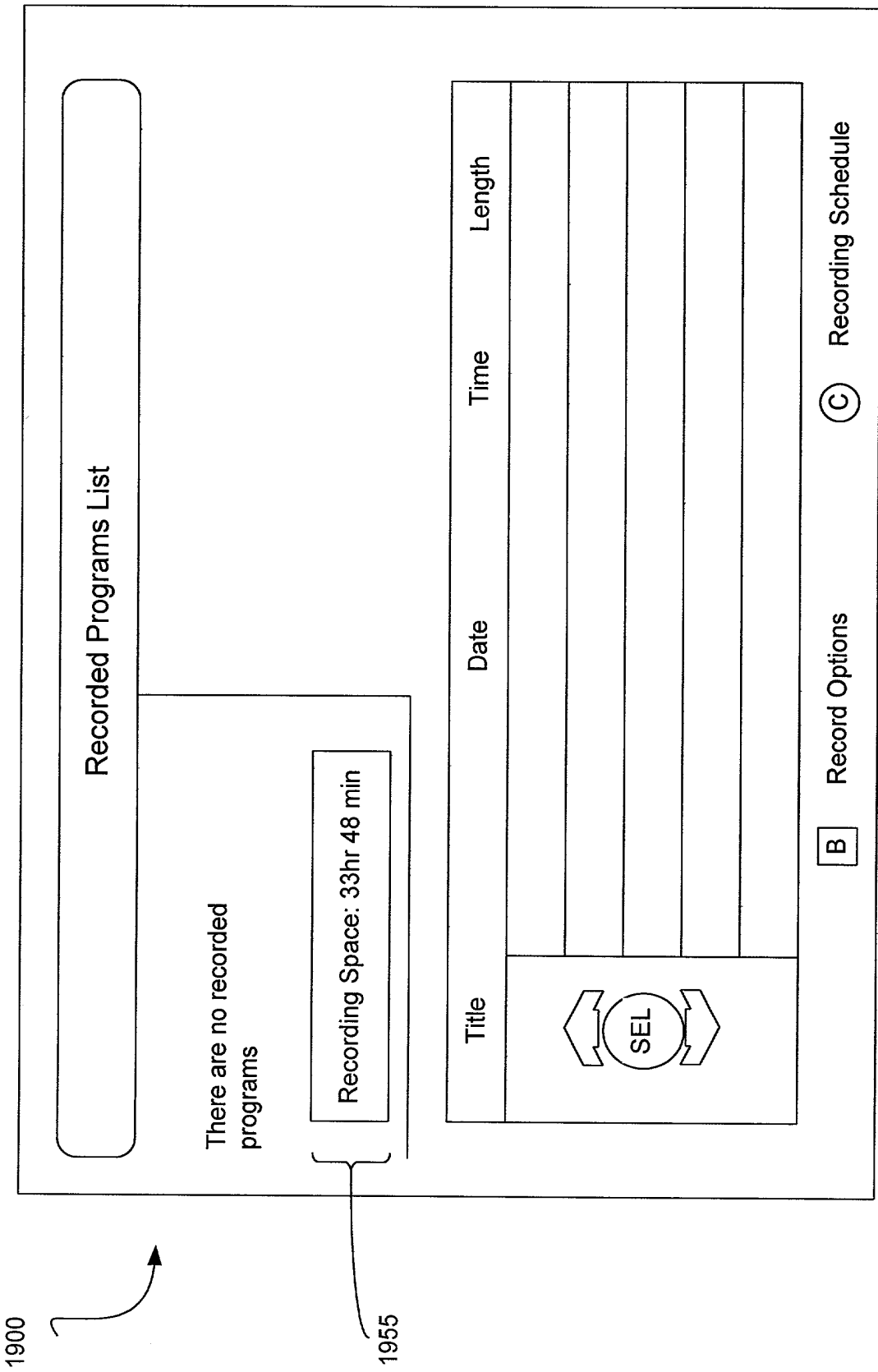


FIG. 19

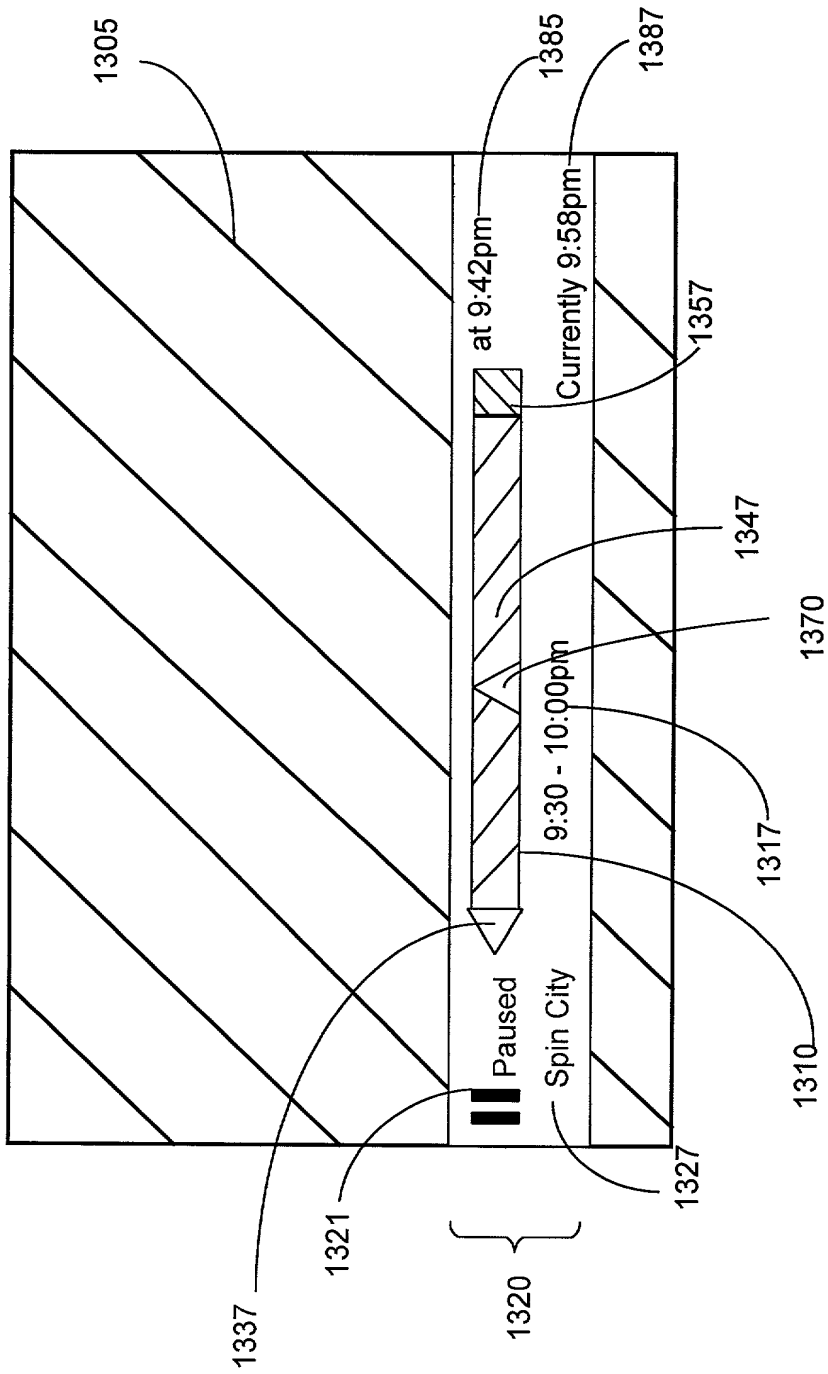


FIG. 20

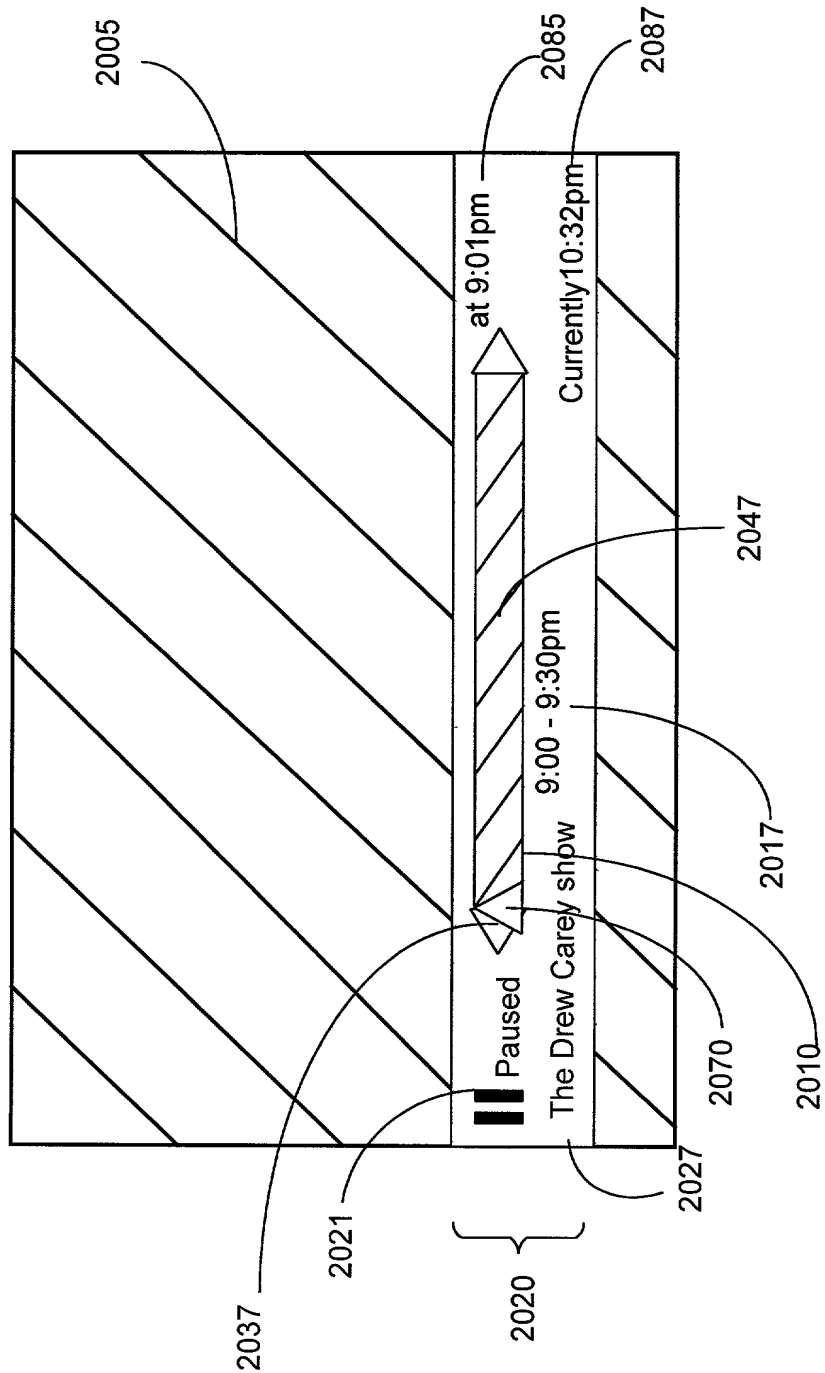


FIG. 21

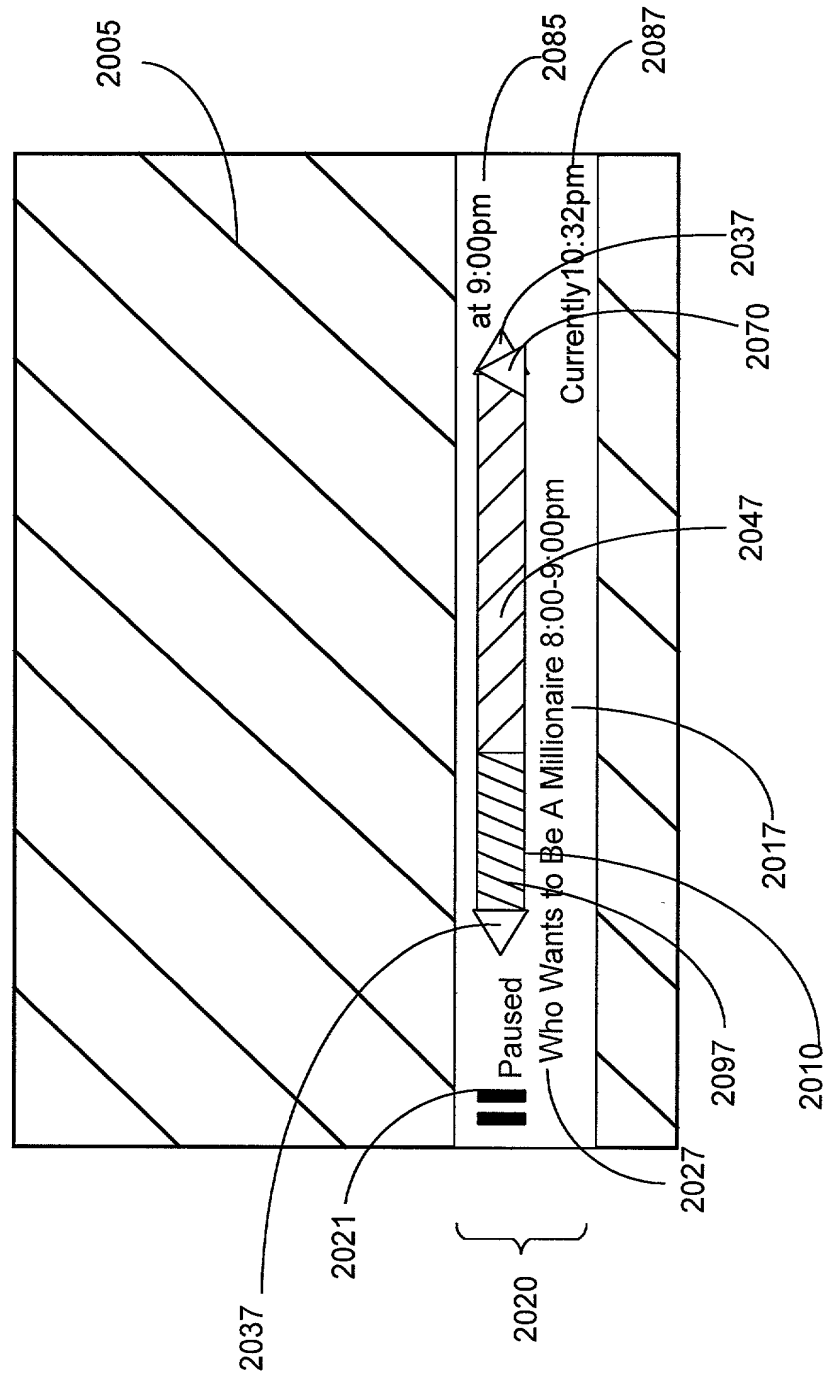


FIG. 22